

Canberra

Amiga

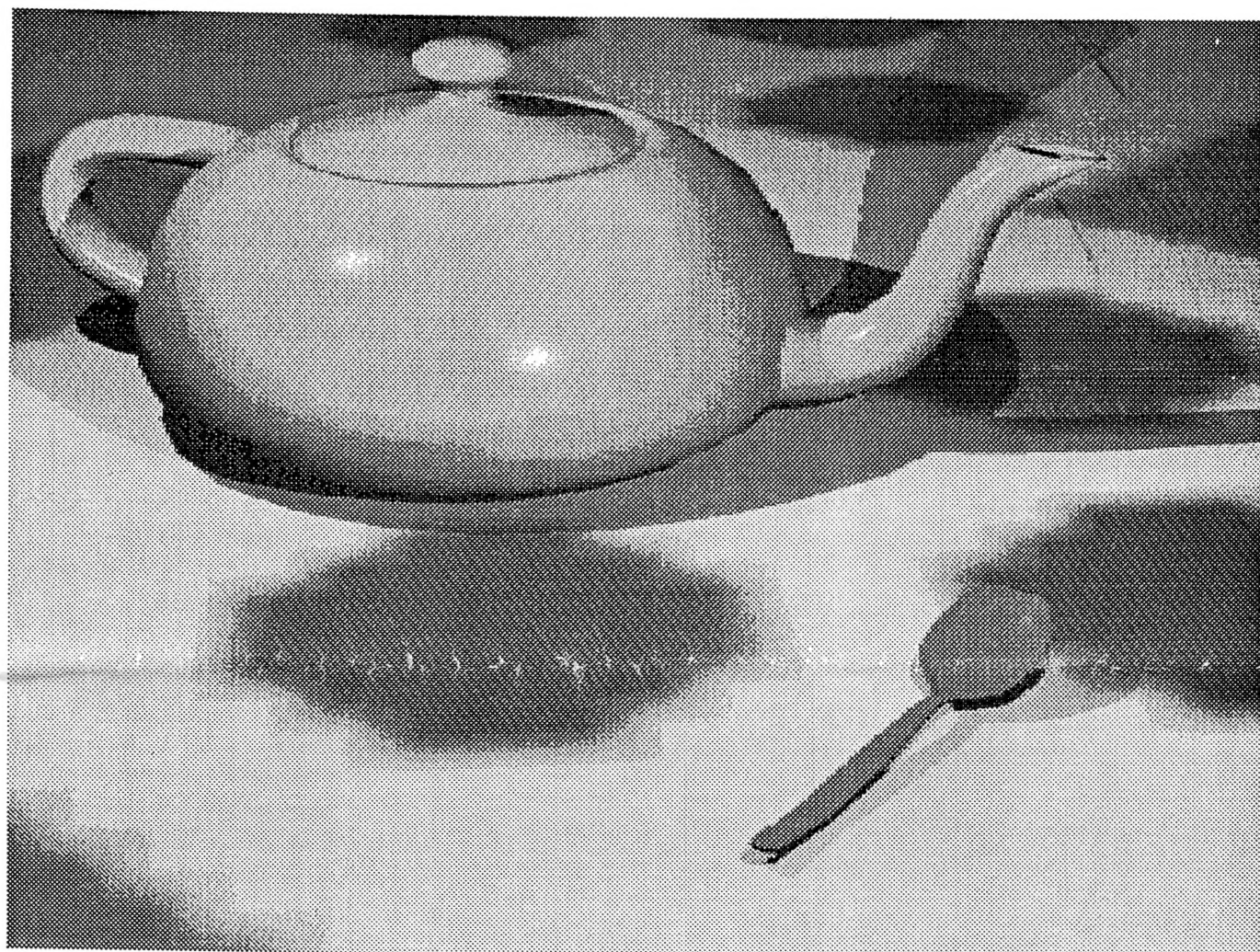
Users'

Society

Inc

September

1994



Directory Work 2 • Nets & Webs  
Knowing the CLI • Icons  
What's New in Shareware?

# Canberra Amiga Users' Society Inc

## Aims of the Society

Canberra Amiga Users Society Incorporated (CAUS) is an independent group (currently with about 120 members) formed for the benefit of people who own, use or are interested in the Commodore Amiga computer.

## Benefits

Benefits include a bi-monthly newsletter, monthly meetings, discounts, a bulletin board, Public Domain library, special interest groups (SIGs) and the opportunity to meet and exchange ideas with other Amiga users.

## Subscriptions

Membership of the Society is available for an annual fee of \$20. This fee may be paid, with a filled-in application form, either at any of the monthly meetings or by mail to the Membership Secretary, PO Box 596, Canberra 2601.

## Bulletin board

The CAUS bulletin board is online 24 hours and is maintained by our Sysop Malcolm Reid and his team. To be a member of the bulletin board, you need to pay \$10.00 additional yearly subscription (and an extra \$5 for each family member who wishes their own account). The telephone number of the bulletin board is 294-3795.

## Meetings

Meetings are held at 8 pm on the second Thursday of each month in either the Chifley Room or the auditorium at the Canberra Workers' Club in

Childers St, Civic. The dates for the next few meetings are 14 September, 13 October and 10 November. Members are welcome to use all Workers' Club amenities on the night (as long as you are signed in).

The Beginners' Group runs from 7-7:45pm prior to each meeting.

Details of upcoming meetings and main topics will be advertised in the Canberra Times "Fridge Door" the week of the meeting.

## Newsletter Contributions

beCAUS is produced bi-monthly. Contributions to the newsletter can be submitted to the Editor via the newsletter area of the bulletin board, at the monthly meetings or to The Editor, PO Box 596, Canberra 2601.

Articles, reviews, comments and graphics are always welcome. The next newsletter is due out by the November 1994 meeting. The deadline for contributions to the newsletter is the end of the month preceding production. All contributions should be accompanied by the author's name and contact details. We reserve the right to refuse, disclaim and/or edit contributions.

## Copyright and Reprints

beCAUS is copyright 1989 by the Canberra Amiga Users Society Incorporated. Articles herein which are copyrighted by individual authors or otherwise explicitly marked as having restricted reproduction rights may not be reprinted or copied with-

out written permission either from the Society or the author. All other articles may be reprinted for non-commercial purposes if accompanied by a credit line including the author's name and the words "Reprinted from beCAUS, the newsletter of the Canberra Amiga Users Society Incorporated, PO Box 596 Canberra 2601."

## Advertising Rates

	Full	Half	Quarter
Regular	\$25	\$19	\$10
Inside back	\$49	\$39	\$19
Back cover	\$74	\$59	\$29
	A4	A5	A6
Flyer inserts	\$39	\$29	
Artworks	\$39	\$29	\$19

Copy is to be provided to the editor either in Amiga graphic file format or as appropriately sized printed copy.

## Production

The Editor for this newsletter was Darryl Hartwig. The copy was formatted using Professional Page v4.1 and the masters were printed on a Postscript printer by Desktop Utilities. The offset printing was done by Tuggeranong Print. The collating and mailing was done by the DTP SIG.

Amiga is a registered trademark of Commodore-Amiga, Inc. Professional Page is a registered trademark of Gold Disk, Inc.

## Front Cover

Again, this is another Imagine tutorial I did from ACAR this time.

## CAUS Committee (1994/5)

<b>President</b>	Steve Kennedy	254-6711(h)
<b>Vice President</b>	Michael O'Sullivan	268-8111(h)
<b>Secretary</b>	Ursula White	281-1872(h)
<b>M'ship Sec.</b>	Mathew Taylor	241-8892(h)
<b>Treasurer</b>	Clinton Sleath	251-2390(h)
<b>Editor</b>	Darryl Hartwig	293-2347(h)
<b>Property Officer</b>	Joe McCully	255-2128(h)
<b>Committee</b>	Andrew White	281-1872(h)
	James McPhee	251-5202(h)
	Loy Winkler	

## In This Issue

- 3 Editorial  
New Membership Card
- 4 Directory Work 2 - Review
- 5 Get Stuck into Nets & Webs!  
Help Service
- 6 Tutorial - Using your CLI
- 7 Icons - What to do with them
- 9 CAUS Public Domain  
SIGs
- 10 What's New in ShareWare?
- 12 Australian Shareware  
What's Happening?

## Editorial

Spring is here at last! That means all you people will be outside enjoying the nice sunshine instead of playing with your Amigas... no! Surely not!!!

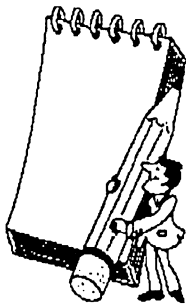
Anyway, according to the latest ACAR, it seems that Commodore UK will be most likely to take over the reins of the Amiga, it should all be decided by the time you read this. Also, the A5000 will still probably be coming (I hope so!), but possibly not until sometime next year. It would be good by Christmas, BUT, there might be some other in-between machine out instead, possibly with inbuilt CD-ROM, SCSI-II and a decent processor.

I've tried my hand at a review this time - DirWork2 - and I quite enjoyed it, have a read. There is some information on the shareware scene - what's new and how you can register. That's what Shareware is: Public Domain software with a small pricetag, where you can use the software before you buy. If you like it, you're requested to make a small 'donation' to the author for support. For this, you usually get the full version, and possible an update.

If anyone has any newsy-type items that would be interesting to anyone, or maybe some hints on how to better use the Amiga, phone me or see me at the meetings, so I can put the stuff in the magazine!

Darryl Hartwig

Below are two designs for the new Membership card. We're currently out of print, and so the Committee decided on an update. If you really have a preference for one of the below, let a Committee member know - or we'll pick one ourselves!



Member No: \_\_\_\_\_

beCAUS

Name: \_\_\_\_\_

Valid from: \_\_\_\_\_ to: \_\_\_\_\_

Signed: \_\_\_\_\_

Number: \_\_\_\_\_

beCAUS

Name: \_\_\_\_\_

Expires: \_\_\_\_\_

Signed: \_\_\_\_\_

Professional Software  
call your dealer!

## ARexx Cookbook

Tutorial approach step by step  
Useful projects that perform worthwhile tasks  
ARexx and Postscript explained  
Index cross-referencing with Hawes & Commodore manuals

## Opus 4.1 /CanDo 2.51

All upgrades and tech support for Australian users through Desktop Utilities - registration \$15 for Opus and \$30 for CanDo, free for users whose packages came with DTU registration form

## Contact 2.1

Puts you in touch, instantly

*New version - a page and a half of new features! This personal information manager will give you fast and easy access to addresses, phone numbers etc. Configurable modem device & dial prefix to select your preferred phone carrier at any time.*

## MathsMaster II

*Another new release!  
Now with mixed module combining addition, subtraction, multiplication and addition, and a high score table. For primary ages - maths games.*

## Desktop Utilities

PO Box 3053, Manuka, ACT 2603  
Phone (06) 239 6658 Fax 239 6619 BBS 239 6659



# Directory Work

by Darryl Hartwig

## Introduction

Everyone has used a directory utility (everyone I know anyway). They are probably the most used piece of software on the Amiga. They are very useful and saves heaps of time in keeping your hard drive organized. They allow you to copy, move, rename, read, view, etc. - all at the touch of a button. The shell might be more powerful, but I feel, nowhere near as productive. For example, I've got a button set up, so that when I double-click on an archived file, it unarchives it; and when I click with the right mouse button, it lists the contents of the archive! To do the same with the shell, you'd have to type something like: 'LHA x fred.lha RAM:' or 'LHA I fred.lha' - a bit more confusing. I know which method I'd choose!

The main player up until now has been Directory Opus, an excellent piece of software, but now DirWork2 has been made into a commercial package from a shareware offering, to take it's place beside Opus.

This review won't really be a comparison, more my feelings and thoughts on

DirWork2 and what it can do.

## Box Contents

The software as delivered contains the box (!) which itself contains a disk, manual (ringbound!), an addendum to the manual and a warranty card (I think). The disk contains the DirWork2 program, the Configuration Editor and several example configurations.

## Installation

The software is easily installed onto Hard drive using the Commodore Installer utility contained on the program disk. The program may be used from floppy (I can't really see a reason why). I've added DirWork2 to my user startup sequence, so it's available when I switch my Amiga on.

## Program

This program is extremely configurable. All the configuration is done by the Configuration Editor (really?) and will be discussed later. All the work is done from a main screen, which would usually contain two file lists (the source and destination), and some buttons which act on the files in

those two lists.

## Configuration Editor

This is the most important program. Here all the work is done in configuring the screen, just the way you like it! Everything can be changed - size of the buttons, displayed fonts, colours, location - everything! Once you have a button set up, you can specify which control keys (if any) are used in conjunction with that button to perform a task. This allows you literally thousands of different functions that can be done!

The configuration editor consists of several options:

- Change Startup Actions
- Change Buttons/FileLists/Scrollers
- Change Menus
- Change Specific file/dir type InstantActions
- Change Hotkeys
- Change Workbench/Tool Menus
- Change Workbench Icons
- Change Error Strings

## Change Startup Actions

This is where you specify what actions  
(continued on page 8)

-SYS:-		SYSTEM		1088K
Amiga	C	---	AMED Tuesday	7:37:03
C2	C	---	AMED 15-Jun-94	10:19:37
Deus	C	---	AMED 11-Jul-94	6:21:11
DirWork_2	C	---	AMED 09-Jun-94	9:34:18
Expansion	C	---	AMED 21-Jun-94	8:13:28
Fonts	C	---	AMED 28-Mar-94	9:11:25
Libs	C	---	AMED 14-Jun-94	6:16:19
Monitors	C	---	AMED 09-Jun-94	9:27:55
MonitorStore	C	---	AMED 28-Jun-94	6:19:53
OLD	C	---	AMED 28-Mar-94	9:11:31
OLD	C	---	AMED 28-Mar-94	9:13:15
OLD	C	---	AMED 28-Mar-94	9:07:26
ALL	NONE	Parent	Change dir	Disk Ops
CD	C	CHIP: 876K FAST: 1133K TOTAL: 2010K 09-Aug-94 6:48:26P		
Read	Show	Clipboard	---	AMED Today 5:41:26
Edit	Byte	env	---	AMED Today 5:41:28
Del	Copy	T	---	AMED Today 5:41:37
Move				
Renam				
Makedir				
FileBits				
Shell				
FL Across				
RAM:		Ram Disk		2115K

This is my idea of a directory utility



# Exploring the World with Nets and Webs

by Andrew White

At our September general meeting, we will have as our guest speaker a man who knows the Internet intimately. As he will be giving a practical demonstration (if all goes to plan), I thought I might give you a little background on what he will be showing us (without stealing any of his thunder)!

Most of you are familiar with the concept of computer networks, whether it's the Local Area Network (LAN) at work, PARNETed Amigas or the world wide mother of all networks, "The Internet".

The volume and range of information available on the Internet is mindboggling, it ranges from Astronomy to Zoology, and is used by hobbyists and scientists. They've even written entire books which try to index and navigate users through the maze of data.

However this volume and diversity is the Internet's biggest problem! For example... If I'm chasing information about the latest Amiga viruses, data could be held at dozens of sites world wide... I'd have to scan the file lists of

all these places, leave mail messages, join different forums... and then still not be guaranteed of getting all the relevant data (and references to other, closely related data).

Wouldn't it be nice if the Internet had a "hyper-book/hyper-text" arrangement that had links on key words (i.e. If I type "Amiga Virus", I would then be presented with all data relevant (or references) to Amiga Virus, regardless of where on the internet it resides). Wouldn't that be nice and convenient? Enter the "World Wide Web" (WWW).

The WWW is exactly what I've described, a Hypertext based method of navigating through the Internet... and more! WWW supports multimedia. That means that not only text, but images, animations and sounds can be displayed as well.

The WWW is set up with a system of "server" and "browser" programs. A server resides on a computer supplying WWW information, while a browser resides on the user's machine.

(continued on page 11)

## FOR SALE - CHARITYWARE

Ten disks for sale at \$6 each. All profits go to a Canberra charity, Technical Aid to Disabled (TAD).

### ICONS

Icon editors/tools, 150 icons, Beginners' Guide.

### FRACTALS

Seven fractal programs with a detailed Beginners' Guide.

### HOME BREWER DISK

HyperBook database of Beau Rice's unusual recipes for beers, wines, liqueurs and fruit drinks, set up for easy browsing and printing.

### KIDS DISK

Designed for toddlers, it's got animal sounds, cartoon pix, KeyBang etc.

### PIX DISKS (3)

Ready to use pix for illustrating letters etc; 2 disks black & white pix, 1 disk coloured. Animals and plants (many Aussies), cartoons, people.

### JIGSAW 2 and 3 DISKS

Jigsaw program and slideshows (21-24 scenes, cartoons, etc).

### FLIGHT

Flight Sims Theory, slideshow.

See David Bennett at the CAUS meeting to buy these disks, or ring TAD on (06) 285 4040.

Please help a very worthwhile charity and get some great disks!

## Help! Service

The following is a list of members who have volunteered to share their knowledge and experience with other members. If you have a problem or just need a bit of advice in any of the areas listed, please ring during the hours shown.

### What's happening General Help

Paul Martin  
Joe McCully  
Andrew White  
Gordon Owtrim  
Mathew Taylor

10-10 M-Su  
6-12pm M-Su  
6-8pm M-F  
7-10pm M-Su  
6-8pm M-Su

253-2121  
255-2128  
281-1872  
297-2692  
241-8892

### Laser printing Desktop Publishing

Frank Keighley  
Frank Keighley  
Darryl Hartwig

6-7pm M-F  
6-7pm M-F  
6-8pm M-Th

239-6658  
239-6658  
293-2347

### Desktop Video Beginners

Andre Hogue  
Colin Vance  
Mathew Taylor

6-8pm M-F  
6-8pm M-Su  
6-8pm M-Su

290-2474  
241-7113  
241-8892

### ProWrite Amos Superbase Wordperfect C Hardware

Darryl Hartwig  
Bernie Wiemers  
Andrew Boundy  
Joe McCully  
Mathew Taylor

6-8pm M-Th  
6-8pm  
8-10pm M-Th  
7-10pm M-F  
6-8pm M-Su

293-2347  
248-9837  
291-6971  
255-2128  
241-8892

Please contact the editor with updates to this list.

# Using Your Amiga The CLI

by Mathew Taylor

**T**he CLI, or command line interface, is something which many novice (and some not so novice) users have little or no knowledge of, and yet is one of the more powerful features of the Amiga's operating system. This month I hope to demystify some of the features of the CLI, and open up the Amiga to its users, you.

First and foremost, we need to open up a CLI so that we can use it. The Amiga has the ability to open several CLI tasks, in fact, the number you can open is limited only by the amount of memory you have. To open a CLI, look in your system drawer on the Workbench. There you will find either an icon called Shell or CLI (see fig 1.) Double click this icon, and your new CLI will appear.

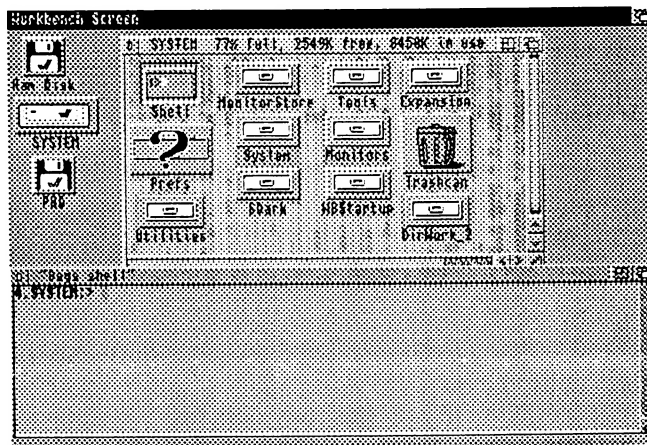
The difference between a shell and a CLI is not immediately apparent, but the shell has many useful features not found in a standard CLI. As stated in the first paragraph, the CLI refers to command line interface, and the term would normally cover a shell also, but over the years it has been used most to describe the versions found in older revisions on the Amiga operating system. Newer revisions offer the shell as an updated alternative.

The shell offers things like command history, where you are able (with the up arrow key) to scroll back through the commands you have already entered, rather than re-typing the whole thing. You can also edit the command, where you cannot in a standard CLI.

You can do virtually everything in the CLI that you can do from workbench, as well as a lot of things you cannot. It is for the latter reason that you use the CLI, and we will mostly cover things that fit this category.

A very useful command to issue is the AVAIL command. It will tell you about the way your memory is being used. After typing AVAIL in the CLI, (and hitting return) you will be able to see how much chip and fast ram is available (as well as the total), how much is being used, and what the largest single block of ram is. The last piece of information can be used to determine if memory fragmentation is causing problems for software you are trying to run. If you need every spare piece of memory at some stage, try issuing the AVAIL FLUSH command, which will remove any unused libraries etc from memory.

INSTALL is a command many users have already discovered. If you wish to make a new disk bootable by your Amiga, you have to install it first. Just



insert the disk and type INSTALL DFx: (where x is the number of the floppy drive the disk is in). Remember that you will need a few directories and other files to make the disk do anything useful, if you just install a formatted disk, it will simply boot to a CLI window, which will not be able to do anything.

You can navigate through the directory

structure of your Amiga through the CLI also. The DIR command will show you all the files and directories that appear in your current location. Directories appear in a column before the files do, and are also marked with a (dir) after them. Use the CD command to change the directory, like this; CD tools. You can use the LIST command if you would like a more detailed report of what is in a directory. LIST will tell you what protection bits are set, and what date and time the file was stamped with.

You can alter the directory structure as well. Use MAKEDIR to create a brand new drawer (NOTE: This will not create an icon for it. To make an icon, you need to use the workbench, or copy an icon from somewhere else). Be sure not to use spaces, ? or # in a file name or directory name, or else using those files or directories will be difficult later on. Use COPY to make a copy of a file. COPY needs to know both the source and destination. You don't need to tell COPY the source path if you are currently in that path. For example, if you are in the C directory, and you want to copy the loadwb command to RAM:, you would type COPY loadwb ram:. But if you were in the ram disk already, you would have to type COPY sys:c/loadwb ram:. You can move a file by copying it first and then deleting the original, with the DELETE command.

All commands should offer you help in using them if you type their name followed by a

space and a question mark. The DELETE command gives the following output:

```
DELETE ?  
FILE/M/A,ALL/S,QUIET/S,  
FORCE/S:
```

This template allows the slightly more advanced users an opportunity to recall what options a certain command has. □

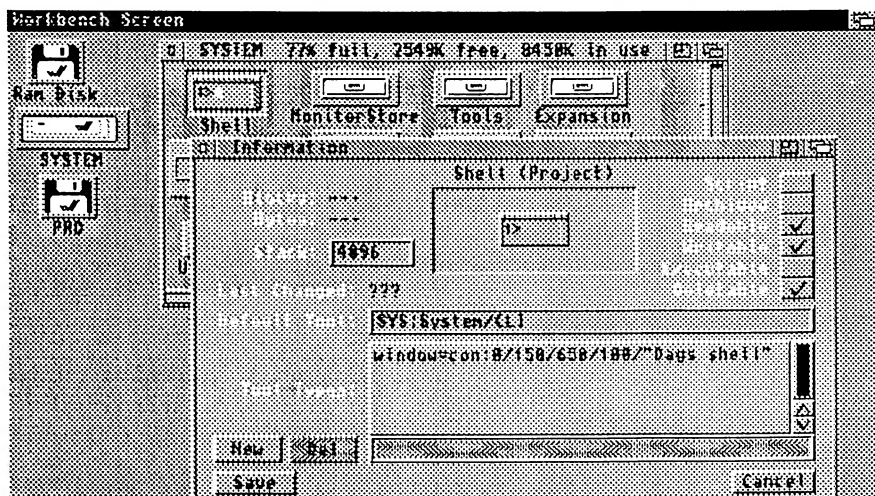
# Icons

I would be hard pressed to find an Amiga user who has not at some stage come across icons. The word icon, when used in relation to a computer system, refers to a small (or sometimes large!) picture that represents some program or function, that after a click with the mouse will activate that program or icon.

On the Amiga, icons can come in any shape and size, and depending on what Amiga you have and what settings you have for your Workbench, any number

icon for a certain program, you need to refer to that programs documentation, as the choices and effects can be wide and varied.

These options are inserted into the icon by first calling up the icon information. This is done by highlighting the icon, and either selecting INFORMATION from the icons menu or pressing "right amiga + I". The options for the program go in the TOOLTYPES list, the use of which should be fairly straight forward.



of colours.

Icons are used primarily as their above description suggests, to allow the novice computer user simple easy access to some program or function. At this point it is important to make a small distinction. Icons that are found within programs are more commonly called buttons. Just like real life, where you might push a light button so that the lights come on, the computer buttons require one click to activate their particular function. What are more commonly thought of as icons are for the activation of programs (mainly), and require a double click.

This article will only really refer to the program types of icons. These icons not only enable the program they refer to, but also hold a small image (to jazz things up a bit) and some basic information about that program. To find out what options you can change in an

This screen will also tell you some simple things about the file, like how big it is, when it was last changed, and can also contain a comment so you know what the file is all about.

One good thing you can do is change the protection bits of the file. Protection bits alter the way AmigaDOS treats the file when given certain commands to perform on it. For example, the writeable bit, if not selected, means you cannot write the file back to disk, and so cannot change it. The script bit is only recognised by Workbench 2.x and above, and tells AmigaDOS that it is a file with commands listed in it that can be executed if the file's name is entered in the CLI.

One of the more interesting things you can do with icons is change them. There are a wide array of icons in the public domain for you to spruce up your workbench with. (You might like to phone Berenice Jacobs and see

what she has available.) Changing a program's icon is a very simple matter indeed.

Firstly, find the icon that you like. All icons are stored as a separate file on the disk, with the name of the file they refer to and a ".info" afterward. For example, if I was looking at the clock, there would be a file called "clock", which would be the program, and a file called "clock.info", which would be the icon.

Next, decide what file you wish that icon to appear to represent. Icons can represent disks, programs, projects and drawers. Now simply delete the current icon file, making sure we only delete the file with ".info" at the end. (The best way to do that is to delete from the cli, where you can type "delete fred.info" and be sure you got it.) Now just copy the icon across, but with the new name, like this:

```
COPY df0:great.info dh1:tools/clock.info
```

As I mentioned earlier, Berenice has a good selection of icons, so phone her if you want some new ones to choose from. Phone me if you are after any further information about icons and what you can do with them.

Mathew Taylor



## 3D SIG!

I'm looking for expressions of interest and ideas for a SIG involving any 3D modelling and rendering program; eg. Imagine, Real-3D, etc. My home is available at the moment for a meeting place (but I expect we can move around a bit). Meetings can revolve around helping members with design problems with their package, and possibly do some cover pics for the magazine.

See me at the CAUS meetings or phone me on 293-2347 (AH).

Darryl Hartwig (ed)



## Directory Work 2 - Review

(continued from page 4)

DirWork is to take upon waking from sleep or upon the first invocation of the program. These actions are also taken when you exit from the Configuration Editor back to the main program. You would generally read in some default directories into your filelist(s), setup the screen, and possibly set some system options (such as number of buffered directories).

### Change Buttons/ FileLists/Scrollers

Ahhh, the main bit! This is where you set up the look of the screen. It is a lot easier to select one of the predefined configurations and modify it to your own needs. You can do it from scratch, but that seems like a lot of hard work.

Selecting this button brings up the main screen overlayed with another window. Clicking on a button on the main screen will fill out the fields on the window, and allow you to make changes to the button selected. Here you can change the text displayed on the button, the size, position, font, colour (unselected and selected), whether it has a hotkey (and probably heaps of other things as well). You can copy or remove this button and also add a new button.

Clicking on the 'Pick from Default Actions' button will allow you to pick from a wide list of pre-defined actions. The 'ChangeFunction(s)' button allows you to change the action for a button. This is where you can specify which control key(s) must be pressed for the action to take place as well as which mouse button to press. There is also a list of miscellaneous options

that can be specified as well, and also, if you need to display a requestor for some information (say a file name), this can be arranged! I won't go into this at all - read the manual when you buy it.

### Change Menus

This button allows you to specify menus, where you can run programs (much like ToolsDaemon or Tool-Manager), but of course, here you can specify font, size, position, etc.

### Change Specific File/Dir Type InstantActions

InstantActions are actions that will be performed automatically on a file or directory. For instance (no pun intended), if you double click (or RMB click) on a file, DirWork2 will either display the file if it is a picture, read the file if it is a text file, kick off Ami-gaGuide if it is a .guide file, play a song if it's a module, etc. There are a whole lot of pre-defined actions such as .lha, .info already included, and you can define your own if needed. And again, you can specify which mouse button(s), or control keys are required to perform that action.

### Change Hotkeys

Hotkeys are simply certain key combinations that perform an action. For instance, you could specify 'Left-Amiga C' to copy files from the Source to the Destination filelist, and 'Right-Amiga C' to do the converse. These Hotkeys are global, they also take effect when DirWork2 is asleep (no window open).

---

*... probably the  
most used piece  
of software on  
the Amiga*

---

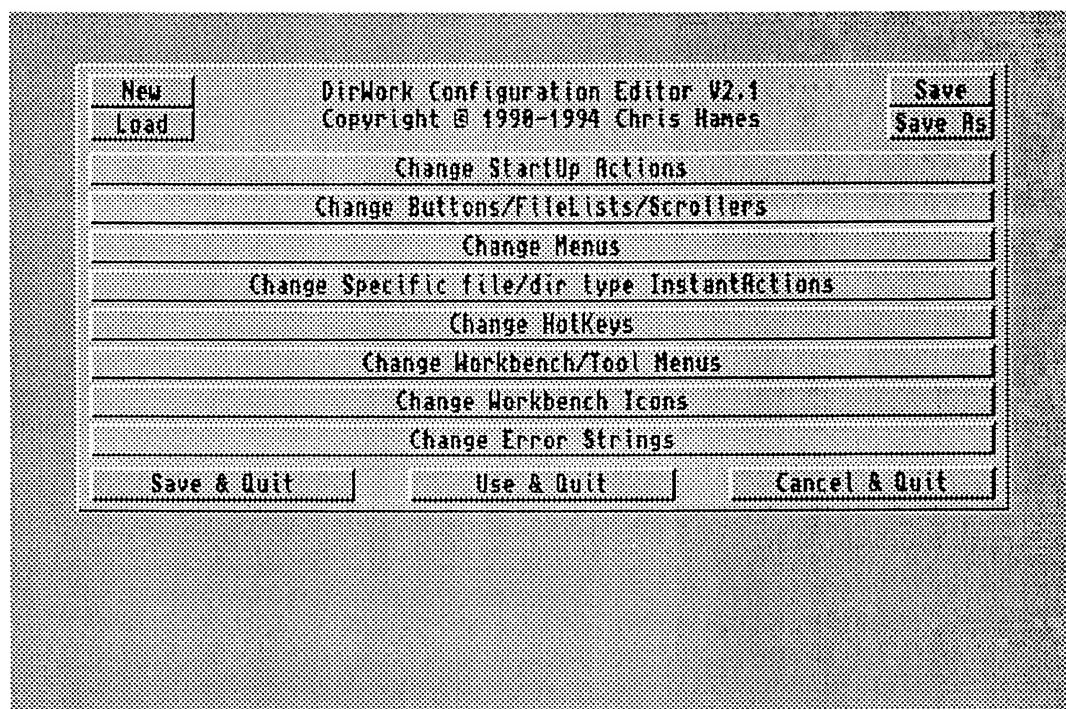
### Change Workbench/Tool Menus

This allows you to add a new item under the Tools Menu in Workbench. Much the same as adding Menus (see above).

### Change Workbench Icons

This option allows you to add Applicons (Workbench 2.0+) to your Workbench. This means that when you drop a file on top of the Applicon, or

(continued on page 9)



## Directory Work 2 - Review

*(continued from page 8)*

double click the AppIcon, the action assigned to that AppIcon takes place.


## Change Error Strings

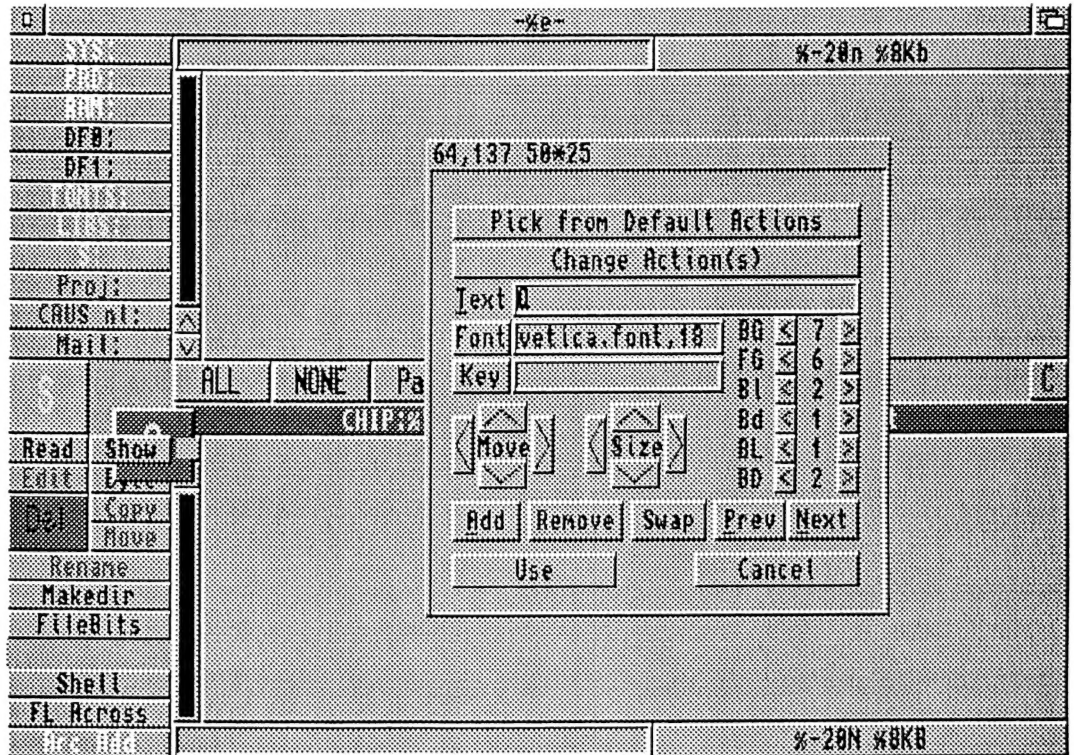
DOS errors were never that informative. This allows you to change the number into something more readable. For example, DOS error 103 means 'Out of memory!'.

As mentioned previously, the manual is ringbound - I consider this good. There is also a two-page addendum, detailing little changes made to the program after the printing of the manual. The manual for the most part, is easy to read and understand; there were a few difficult patches a little harder to understand. But generally, the manual does an adequate job of documenting the main program

## Conclusion

I like it! It costs less than Directory Opus (I paid \$89.95 from Andre Hogue, Ted's Camera Store, CIVIC), uses less amount of memory (approximately 100K), is extremely configurable with lots of pretty colours, dif-

If you're after a directory utility of some sort, check this program out. 



The Society's Fred Fish collection of public domain software (now on CD and available at monthly meetings) contains a huge variety of goodies; from text editors, databases, communication, graphic and music programs through to utilities, games, disks of pictures and animations and many demonstrations of commercial programs.

The software is free for members (one of the many advantages of being a member)! If you don't have a disk, you may purchase one from the club (\$1 at the moment). Contact any committee member (see page 2), and they'll help you out. A catalogue disk is available to enable you to make your choice.

For those who want other than the Fish collection, the people listed below will be able to help:

And here's the main configuration editor

## Special Interest Groups

Each of the following members is coordinating a Special Interest Group (SIG) in the listed topic. If you are interested in joining one of these groups and getting more out of your Amiga, either contact them direct or indicate your interest at the next monthly meeting:

Andre Hogie	290-2474	DeskTop Video
-------------	----------	---------------

If anyone else out there would like to start their own SIG, please see a member of the committee.

Expression of interest are sought for the formation of a *3D SIG* - see elsewhere in this edition of the magazine.

Each of the following members is coordinating a Special Interest Group (SIG) in the listed topic. If you are interested in joining one of these groups and getting more out of your Amiga, either contact them direct or indicate your interest at the next monthly meeting:

Andre Hogue      290-2474      DeskTop Video

If anyone else out there would like to start their own SIG, please see a member of the committee.

Expression of interest are sought for the formation of a 3D SIG - see elsewhere in this edition of the magazine.

Mathew Taylor	Palmerston	241-8892
Wayne Haesler		216-1236
Berenice Jacobs	Scullin	255-2284
Bernie Wiemers (AMOS)		248-9837
James McPhee		251-5202

# Product Updates

by Mathew Taylor

- We in Australia should see the first shipment of Fred Fish's new double CD of the complete 1000 disk library very soon. As you are probably already aware, the club will be purchasing the CD for the benefit of club members. Stay tuned for more info on that one.

- Amiga E, the shareware programming language of choice has just received a long awaited revamp. Version 3.0a is out and sports a compiling speed of over 20000 lines/minute on a stock 7Mhz 68000 Amiga. The new compiler has a host of new features, and is now officially shareware (the old version was public domain). For those wanting to get into programming, E provides a simple, easy to learn language that is still very powerful.

- For workbench 2.x users, Trashmaster 1.7 provides an AppIcon to "drag-and-drop" delete files. It will delete any files and/or directories (and the files in them) whose icon(s) are dropped into the Trashmaster AppIcon. Files can be deleted interactively, with confirmation on each file (delete, all, abort, and skip). Disks will be formatted.

- The Duniho and Duniho Life Pattern Indicator 3.4 is a personality indicator that measures four different sets of preferences that result in a total of sixteen different psychological types.

These 16 types correspond to the psychological types that Carl Jung described in "Psychological Types". They also correspond to the 16 Myers-Briggs types measured by the Myers-Briggs Type Indicator (you're kidding? - ed).

The DDLI asks you a series of multiple choice questions and calculates its results from your answers. It asks you to rank each of your answers on a scale from 1 to 7. It also asks you

questions on other sets of preferences that are supposed to match various combinations of the above four sets. This is so it provides a check on itself, as it can be fallible.

The DDLI comes with extensive support material. Included are full length descriptions of each one of the 16 types, the "Personality Type Summary" by Jon Noring, and my own description of the Life Pattern personality model.

- MultiVol Mirror makes a copy of or "mirrors" a file to one or more volumes as the file is being written from the master volume. Any "file" that can be opened for writing can be mirrored, including the console/shell (input is also mirrored). Normally, you would map one master volume (e.g., a disk) to one mirror volume (or directory on the same volume). The full path to a real file is constructed on the mirrored volume(s), as well as file comments and protection.

For more information on this product, contact:

AugmenTek  
3606 S. 180th St. C-22  
SeaTac, WA 98188-4339  
USA

Contact: Stephen Rondeau  
Phone: 206-246-6077  
email: augmentek@acm.org

- Physics Laboratory in Mechanics is a multimedia program which uses an experimental approach to teach high school level mechanics. Seven topic areas cover the concepts of Kinematics, Newtonian Dynamics, Statics, Universal Gravitation, Work & Energy, Impulse & Momentum, and Rotational Motion. Each topic area has beginner, intermediate, and advanced level experiments for a total of 21 different experiments. A laboratory notebook describes each experiment and allows the user to simulate the ex-

periment with the computer. The experiment can also be performed by using everyday objects found around the home.

The program requires AmigaDOS 2.0 or greater, 2 MB of RAM, and a hard disk drive with approximately 4 MB of free space. It will set you back US\$59.95, and can be ordered from;

Opportunity With Learning  
460 Summer Ave.

Reading, MA 01867-3819

Internet:

owl@davinci.reading.MA.US

Usenet:

...!uunet.uu.net!davinci!owl

- AmigaGuide Writer 1.02 is a great new program by David McPaul, a local Canberra Amiga programmer. AGW lets you create AmigaGuide files quickly and easily without the hassle of remembering all the necessary codes. Just feed it a normal text file, and let it help you along the way to creating a great AmigaGuide file. AGW is shareware, and requires workbench 2.x or higher.

- Fleet 1.0 is a tactical starship combat strategy (war) game played on a hex map with excellent graphics and sound. Game play revolves around manoeuvring and resource allocation.

Fleet supports:

- Multiple weapons types including seeking energy weapons, direct fire weapons and missiles, all with different effects
- Ship classes ranging from escorts to battleships
- Firing arcs
- Terrain
- Shields / Armour
- Scenarios with victory conditions
- Campaigns
- Scenario and Ship Construction utilities

Fleet runs on all Amigas with at least 1 meg of RAM. Amiga DOS version 2.0 or higher required.

- Good news for Fred Fish Fans, the  
(continued on page 11)



## Nets & Webs

(continued from page 5)

The user requests information, the browser sends a request to a server, the server locates and sends the data back to the browser which displays it for the user.

Imbedded in the data displayed by the browser are "links" to other data. Therefore the user can just "click" on a highlighted keyword and the browser will automatically send the request to server... and so on. In 1992 a browser called "Mosaic" appeared which used conventional icons and mice to access the WWW. Versions of Mosaic have been written for MS-Windows, UNIX X-Windows, Apple Mac... and even the good old Amiga!

The ease of use of the WWW is the key to its success. In 1993 the WWW had a traffic increase of 350,000 % as universities, scientific institutions, libraries and commercial businesses began to realise its potential. Currently there are over 100,000 items of information stored on 26,000 computers

available to WWW users world wide. "In May alone, the equivalent of 2300 Encyclopaedia Britannicas of information travelled over the Web".

With such vast amounts of data travelling about, it's easy to see the Internet becoming clogged and "wait times" becoming intolerable. The potential of this problem prompted the first World-Wide-Web conference at CERN in Geneva.

Possible solutions included the use of servers that recognise popular data, download and store it locally, meaning that it only travels across the Internet once as opposed to every time it's requested.

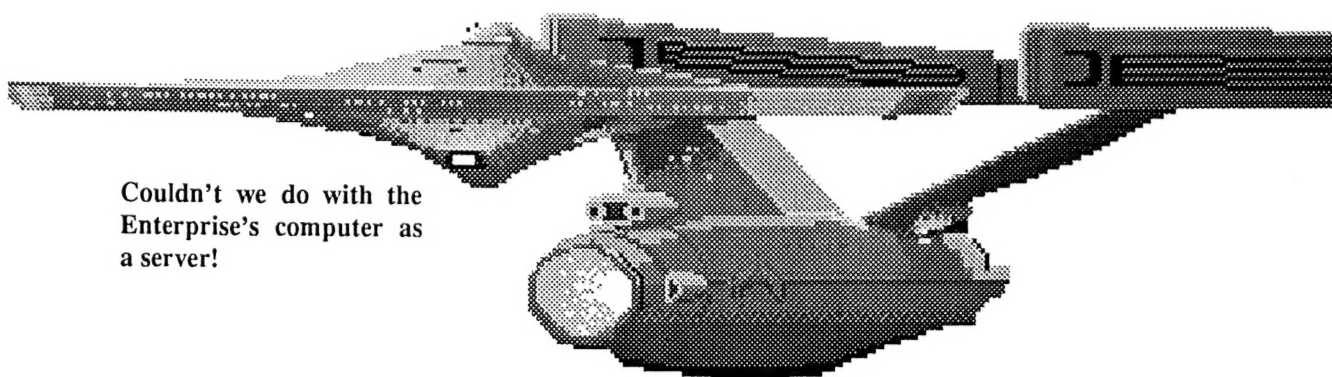
Although the WWW allows users to retrieve data easily, it still has to know what links exist and what links to create to new data. The WWW needs catalogues or libraries listing all data subjects, references and relevant files. The task of creating and maintaining this catalogue is awesome considering data can enter the Internet from any source. Special programs have been

written in an effort to create lists of data and links... these are called "Worms". Every now and then worms are released into the WWW and they work their way around every link they find, recording their path as they go. When they finish, the catalogue is updated. But it can never be 100% up-to-date due to the constantly changing nature and growth of the Internet and WWW. Never the less it is accurate enough to allow the Web servers to locate the bulk of the data and links requested. As the WWW develops, the catalogue, indexing and linking facilities are becoming more sophisticated giving the user a more complete list of links and a better picture of what's available.

Well, that's a very brief overview of the Internet and WWW, if this has whet your appetite and you wish to find out more (and see it in action)... come along to the September general meeting and all will be explained.

### Reference and Quotes

New Scientist, 30 July 1994,  
"What a Tangled Web they wove..." -  
Kurt Kleiner □



Couldn't we do with the  
Enterprise's computer as  
a server!

### CARINA COMPUTERS & Communications Pty Ltd.



#### AMS & Amiga Computers

Best on Quality & service

**Rob Wilkins**

Director

Phone (048) 442221

Fax (048) 442291

Mobile (048) 482845

(continued from page 10)

KingFisher is now up to version 2.1. This new version is a major update, and comes complete with the 1-1000 disk listing. A variety of new features makes this update one well worth picking up!

- After some new graphics? You can now get around one hundred clip-art images from "The Lion King". They're big though; they compress to nearly one meg! □

## C W C

# CANBERRA WORKERS' CLUB

Childers Street, Canberra City

TELEPHONE 248-0399

Members, guests and interstate visitors welcome

*Workers' Club Members enjoy*

GREAT BISTRO DINING - LUNCH & DINNER DAILY

ACT/TAB - MONDAY TO SATURDAY, WITH TELETEXT  
AND SKYCHANNEL

MUSIC, DISCO'S AND MOVIES, EFTPOS  
HANDYWAY WITHDRAWALS, RAFFLES,  
LUCKY BADGE DRAWS  
HOUSIE

MODERN POKER MACHINES, DRAW CARD  
MACHINES AND SPACE MACHINES

BARBER SHOP - WEDNESDAY AND FRIDAY

TERRIFIC SPORTING CLUBS - DARTS,  
SNOOKER, SQUASH, GOLF, FISHING, CARPET  
BOWLS, CRICKET & NETBALL

COMFORTABLE & FRIENDLY  
SURROUNDINGS

**Join Now For \$10**

## C W C

### AUSTRALIAN AMIGA SHAREWARE CENTER

Continental Drift BBS in Sydney, Australia would like to announce the establishment of the Australian Amiga Shareware Centre.

The Centre has been set up to allow shareware users the ease of registration in their local currency, AND to promote the use, continued development and encouragement to register shareware products.

We have negotiated with the following authors to act as local sites for their programs:

- Stefan Stuntz (MagicalUserInterface)
- Pauli Paporkka (DAS ModPlayer)
- Martin Huttenloher (MagicWB)
- Chad Randall (Iconian)
- Mike Nelson (HyperANSI, RIPGraf)

- Morten Eriksen (PicCon)
- Boris Jakubaschk (MTool II)
- Felix Jeske (BackUP, Solit)
- Dan Wong (Visual Arts)
- Klaas Hermanns (File-X)

As Registration Sites for the above programs, we are able to accept registrations and distribute 'registered' versions, just as if you had mailed the author directly, BUT this is faster, cheaper, and easier (you don't have to do any currency exchange for one).

We pass on your registration fees to the authors in bulk, thus saving on bank fees and mail charges.

#### HOW TO CONTACT US

Mail: Continental Drift BBS  
PO BOX 259

Newport NSW 2106

BBS-PHONE: 02-949-4256

FIDO: 3:714/911

## What's Happening?



### Upcoming Meetings

**September 8:** Internet Demo by Richard Sigg. Learn about the wider world that is Internet and see what all the fuss is about.

**October 13:** Viruses? Let's hope you learn enough not to catch one of these nasties!

**November 10:** The good old standby - PD Games! Bring along some of the goodies you have at home or play some of ours.

### WOCA

The Ami-Expo (if you haven't already found out) will probably (almost definitely!) be held in November, 1994. Stay tuned for further details.

### Raffle

Unfortunately, the Committee has postponed the raffle until further notice. We might possibly start it early in the new year. If you are interested in helping to sell tickets, or have some other ideas for fundraising, let the committee know, we need the support!

### BBS problems?

If you're having problems getting in contact with the BBS, it shifted over the weekend of 25-26 June 1994. The new phone number is (06) 294-3795.

## For Sale

Syquest Internal  
Removable SCSI Hard  
Drive with 3 cartridges  
of 44Mb each

\$400 ono

Phone Mark Trenery on  
286-1358